Important Note to Operators

If the operation, maintenance and service manual was not included in this game when you unpacked it, contact your distributor to get a free copy. (All Atari manuals for coin-operated games also include complete illustrated parts lists.)

To enter the self-test mode, turn *on* the self-test switch. The self-test switch is located on the utility panel of ATARI-built games. On converted games not originally manufactured by ATARI, the self-test switch is the locking spring-loaded pushbutton switch located on the game coin door. This switch is labeled AUTO-UP, MANUAL DOWN. To exit the self-test mode, press the switch down into its locked position.

Self-Test Screen Definitions

Screen Message	Definition
MASTER RAM	Checks specific addresses in the master microprocessor main memory.
MASTER ROM	Computes the checksums for all of the master program EPROM integrated circuits.
MOTION RAM	Checks specific addresses in the master microprocessor main memory.
EAROM PARITY	Checks parity of the two option areas that store game options.
MASTER INT	Checks the master microprocessor for interrupts and VBLANK activity.
SLAVE COM	Checks operations and interface circuitry of the slave microprocessor.
SLAVE RAM	Checks specific addresses in the slave microprocessor memory.
SLAVE ROM	Computes the checksums for all of the slave program EPROM integrated circuits.
SLAVE INT	Checks that the slave microprocessor is receiving interrupts.
BITMAP RAM	Tests the slave microprocessor RAM buffers.
SHARED RAM	Checks the clock-stretching and priority-access circuitry used by the communications RAM.

(The following messages refer to the looping tests for switches.)

Screen Message	Definition
OPT SWTCHS	Checks the option switch at position 5A on the Master PCB.
PLA SWTCHS	Checks the 1-player and 2-player start switches.
DIR SWTCHS	Checks bits for VBLANK and IGNITER, coin, and self-test switches.
JOYSTICKS	Checks the movement of both joysticks.
SOUND NUM	Displays the index of the sound or music currently playing.

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2-Player Start
Press to start or stop game sounds. An * appears next to the sound number to indicate that the volume has been turned off.

1-Player Start
Press to start or stop the motion-object parade, or to repeat the playing of a current sound.

Not Used

The option switch is located at 5A on Master PCB.

Not Used

Not Used
Can be either 1 or 0

Not Used

Right Coin Switch

Self-Test Switch
Should always be 0 (active low)

IGNITER Switch (Player 1)

VBLANK
Flickering between states (1 & 0) is normal

Auxiliary Coin Switch

Left Coin Switch

Joystick Direction

Looping Test Toggle Switches

Looping Test Toggle Switches
Press IGNITER button to start or stop test. See detail above.

Sound Identifier
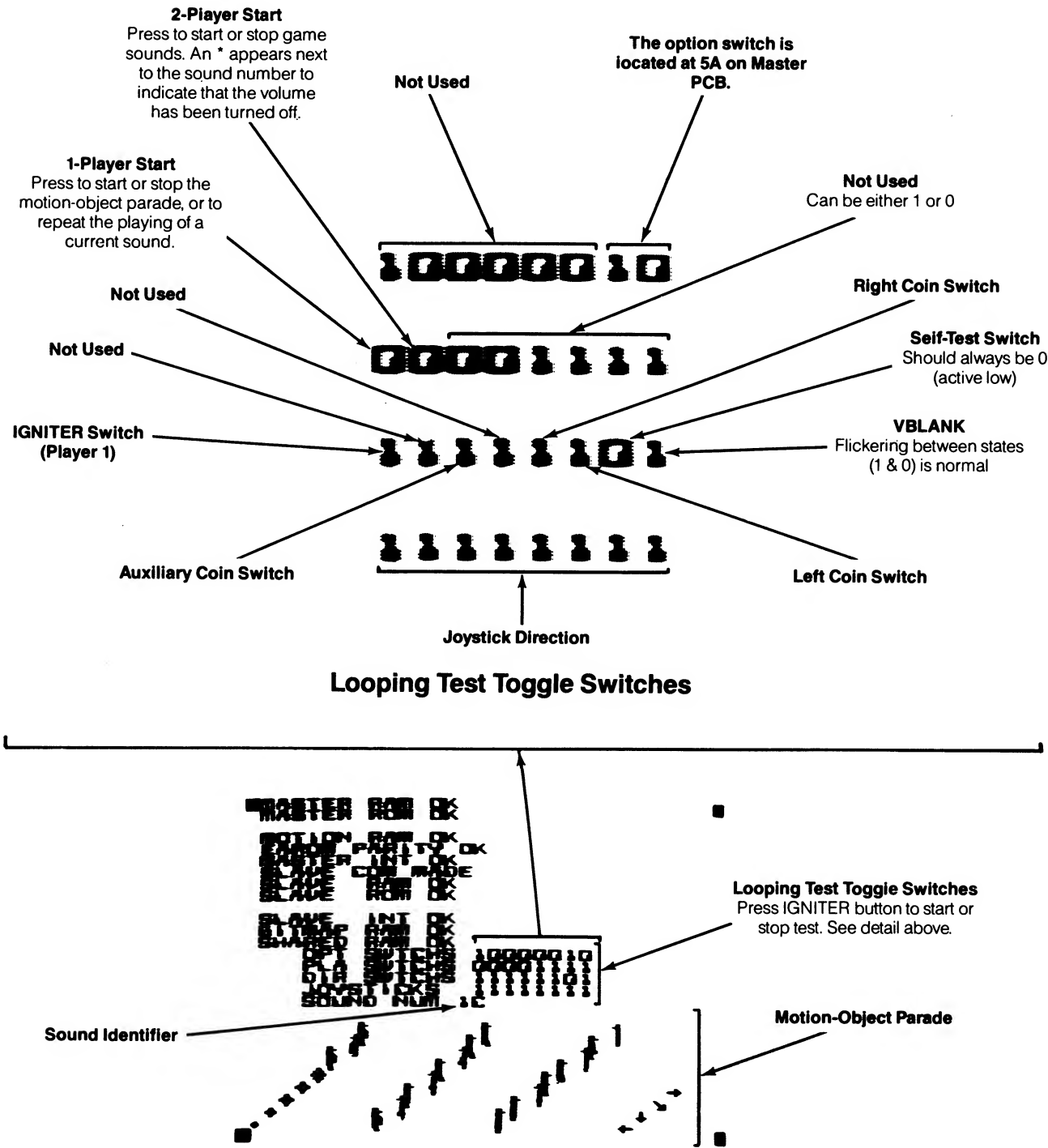
Motion-Object Parade

Figure 2-1 Microprocessor and Looping Tests Display

Switch Settings for Coin and Credit Options

Settings of 8-Toggle Switch on CLOAK AND DAGGER Master PCB (at 5A)

1	2	3	4	5	6	7	8	Option
	On	Off						Demo Freeze Mode On
	Off	Off						Demo Freeze Mode Off ◄
								Right Coin Mechanism
		Off	Off					1 Credit Added for 1 Coin ◄
		Off	On					2 Credits Added for 1 Coin
								Left Coin Mechanism
		Off		Off	Off			1 Credit Added for 1 Coin ◄
		Off		Off	On			4 Credits Added for 1 Coin
		Off		On	Off			5 Credits Added for 1 Coin
		Off		On	On			6 Credits Added for 1 Coin
		Off				Off	Off	Free Play
		Off				On	Off	1 Credit Required for 1 Game (or 1 Player) ◄
		Off				Off	On	1 Credit Required for 2 Games (or 2 Players)
		Off				On	On	2 Credits Required for 1 Game (or 1 Player)

Column 1: Not used

◄ *Manufacturer's recommended settings*